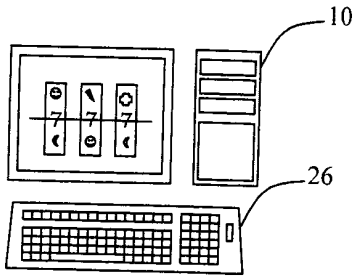


FIG. 1a

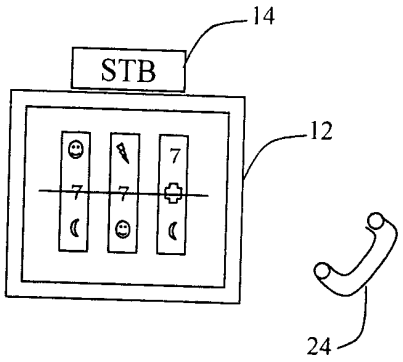


FIG. 1b

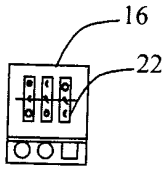


FIG. 1c

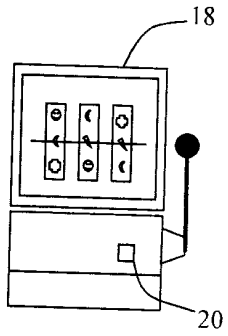
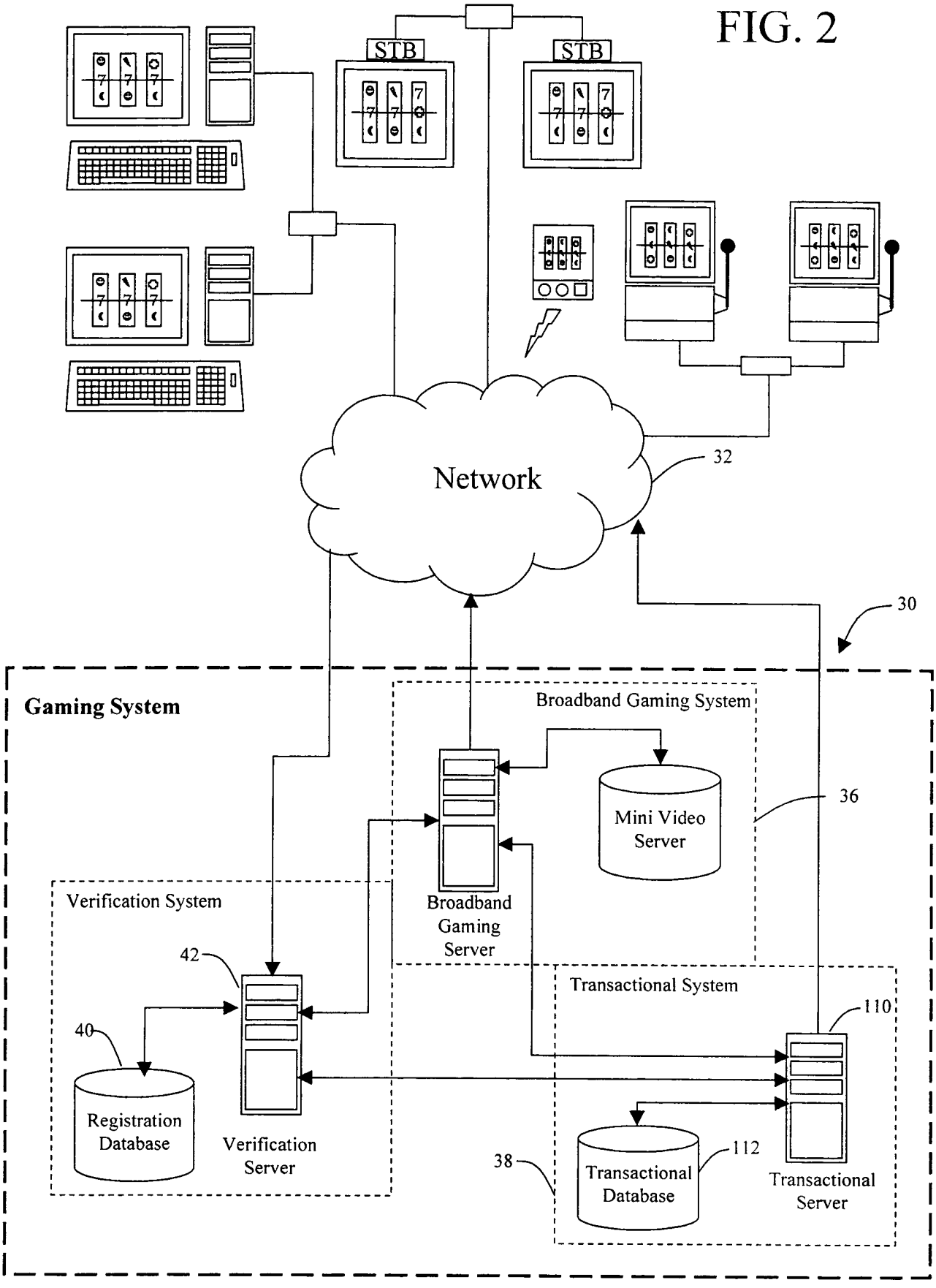


FIG. 1d

FIG. 2


STB
STB
Network
32
30
Gaming System
Broadband Gaming System
Mini Video Server
36
Broadband Gaming Server
Verification System
42
40
Registration Database
Verification Server
Transactional System
110
38
Transactional Database
112
Transactional Server

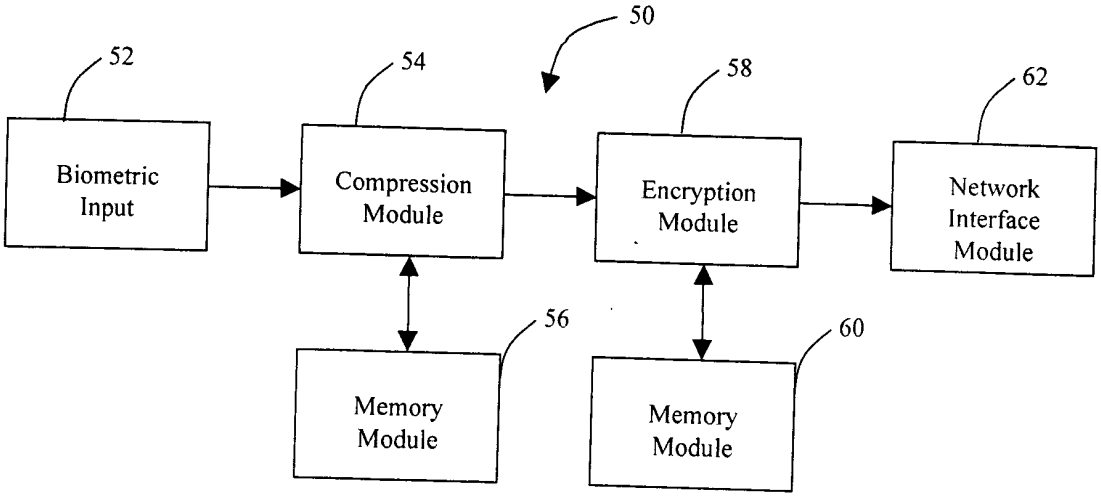

50
52
54
58
62
Biometric Input
Compression Module
Encryption Module
Network Interface Module
56
60
Memory Module
Memory Module

FIG. 3

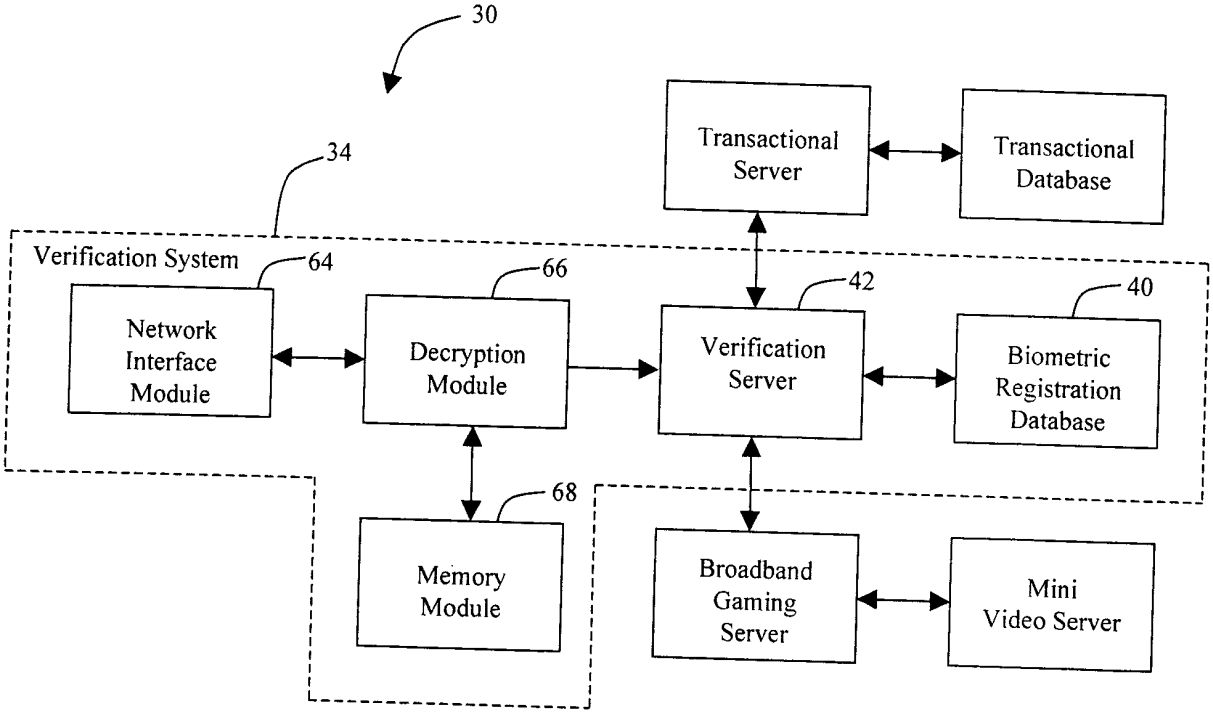

30
34
Transactional Server
Transactional Database
Verification System
64
66
42
40
Network Interface Module
Decryption Module
Verification Server
Biometric Registration Database
68
Memory Module
Broadband Gaming Server
Mini Video Server

FIG. 4

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REGISTRATION DATA FIELDS	
NAME	BIOMETRIC
ADDRESS	PLAYER ID
USER NAME	MAC ID
PASSWORD	IP ADDRESS
CREDIT CARD	BROWSER
DATE	COOKIES
TIME	CRYPTO KEYS

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USER SUBMITTED DATA	
NAME	BIOMETRIC
ADDRESS	PLAYER ID
USER NAME	MAC ID
PASSWORD	IP ADDRESS
CREDIT CARD	BROWSER
DATE	COOKIES
TIME	CRYPTO KEYS

FIG. 5

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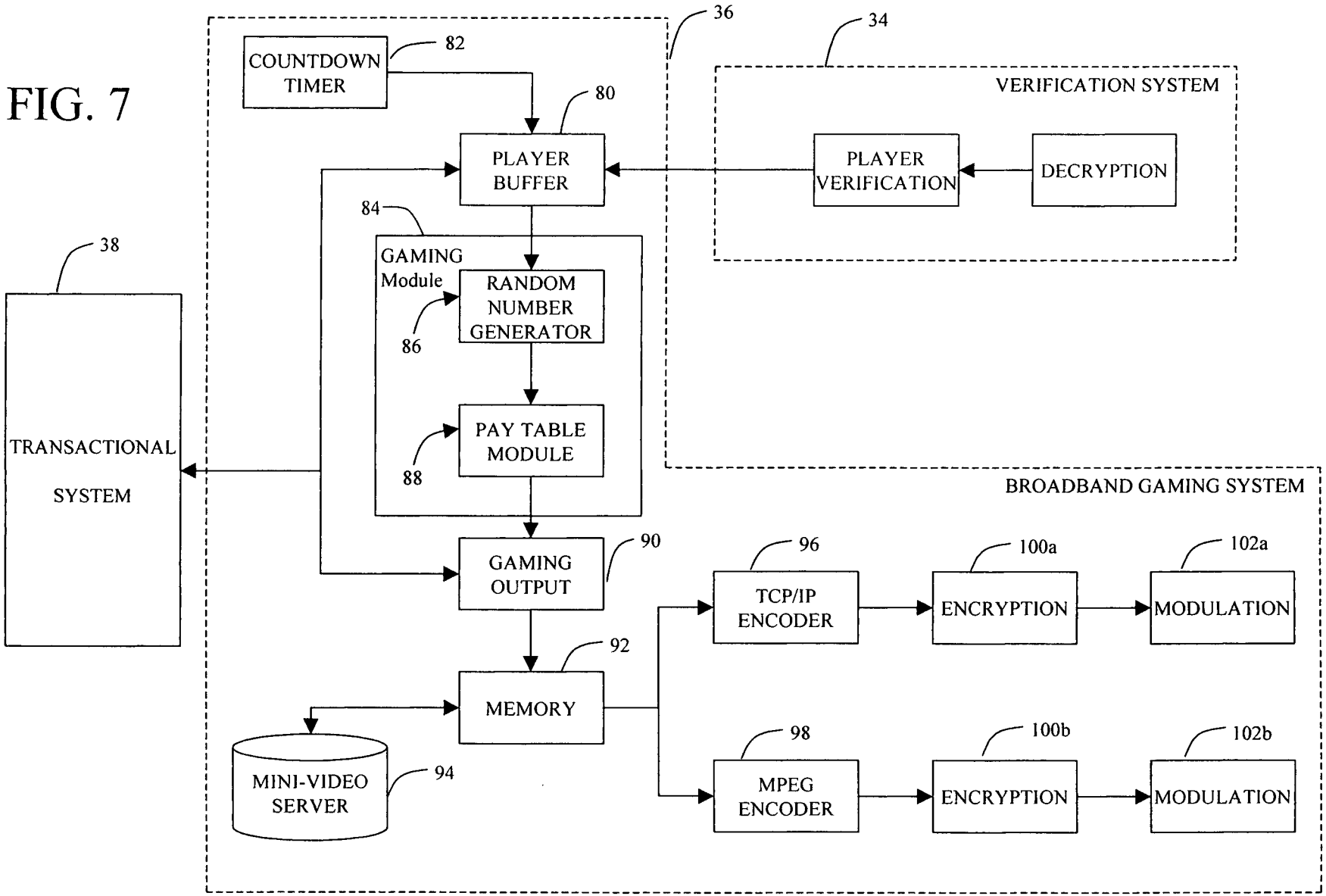
PLAYER DATA FIELDS	
PLAYER ID	SESSION TIME FOR TYPE OF GAME
DATE	AMOUNT PLAYED DURING SESSION
TIME IN	CREDIT CARD INFORMATION
TIME OUT	TRANSACTION REQUEST
TYPE GAME	TRANSACTION APPROVAL
CREDITS IN	TRANSFER OF CREDITS
CREDITS OUT	TRANSFER TO PLAYER CREDIT CRD
BONUS	CRYPTO KEYS

FIG. 6

FIG. 7


36
34
COUNTDOWN TIMER
82
VERIFICATION SYSTEM
80
PLAYER BUFFER
PLAYER VERIFICATION
DECRYPTION
84
GAMING Module
RANDOM NUMBER GENERATOR
86
38
TRANSACTIONAL SYSTEM
PAY TABLE MODULE
88
BROADBAND GAMING SYSTEM
GAMING OUTPUT
90
96
100a
102a
TCP/IP ENCODER
ENCRYPTION
MODULATION
92
MEMORY
MINI-VIDEO SERVER
94
98
100b
102b
MPEG ENCODER
ENCRYPTION
MODULATION

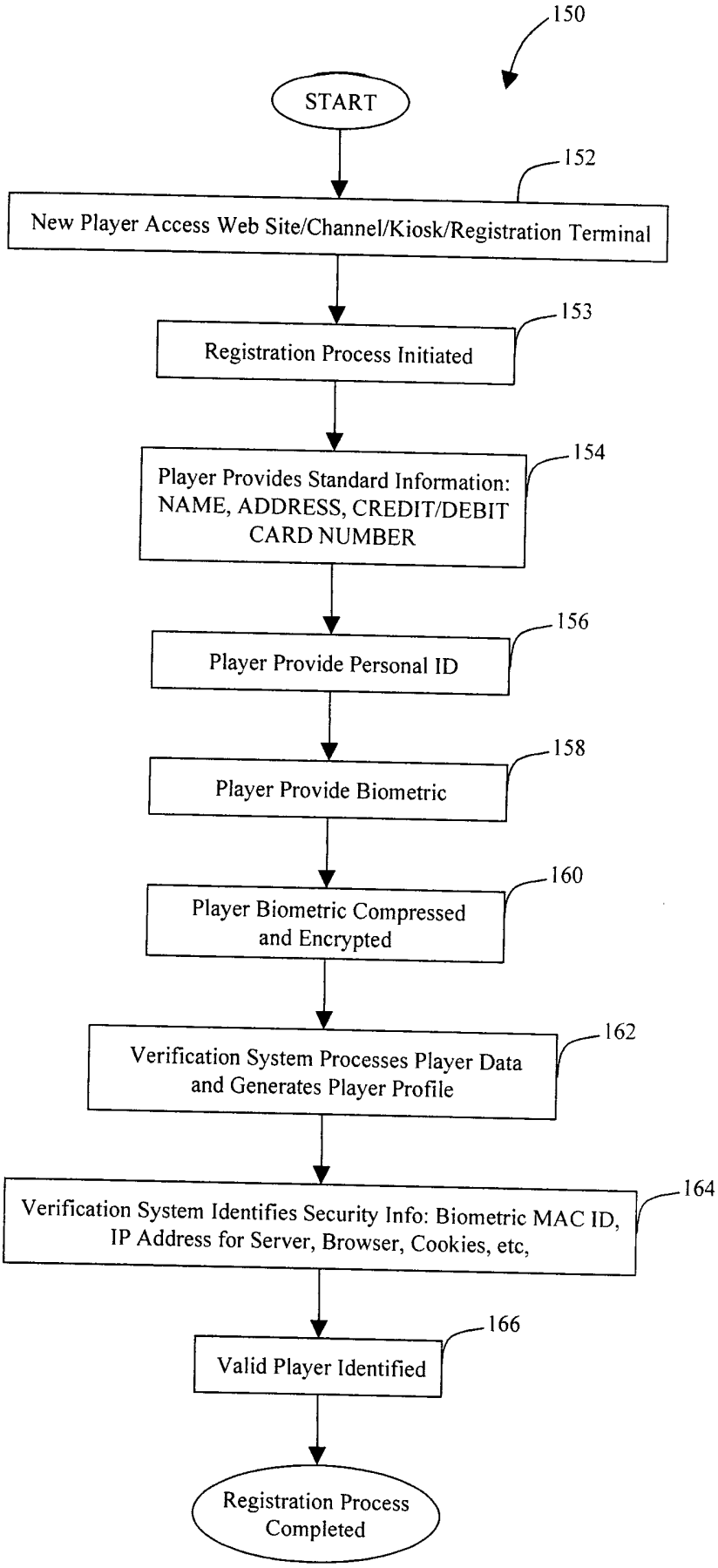

150
START
152
New Player Access Web Site/Channel/Kiosk/Registration Terminal
153
Registration Process Initiated
154
Player Provides Standard Information: NAME, ADDRESS, CREDIT/DEBIT CARD NUMBER
156
Player Provide Personal ID
158
Player Provide Biometric
160
Player Biometric Compressed and Encrypted
162
Verification System Processes Player Data and Generates Player Profile
164
Verification System Identifies Security Info: Biometric MAC ID, IP Address for Server, Browser, Cookies, etc,
166
Valid Player Identified
Registration Process Completed

FIG. 8

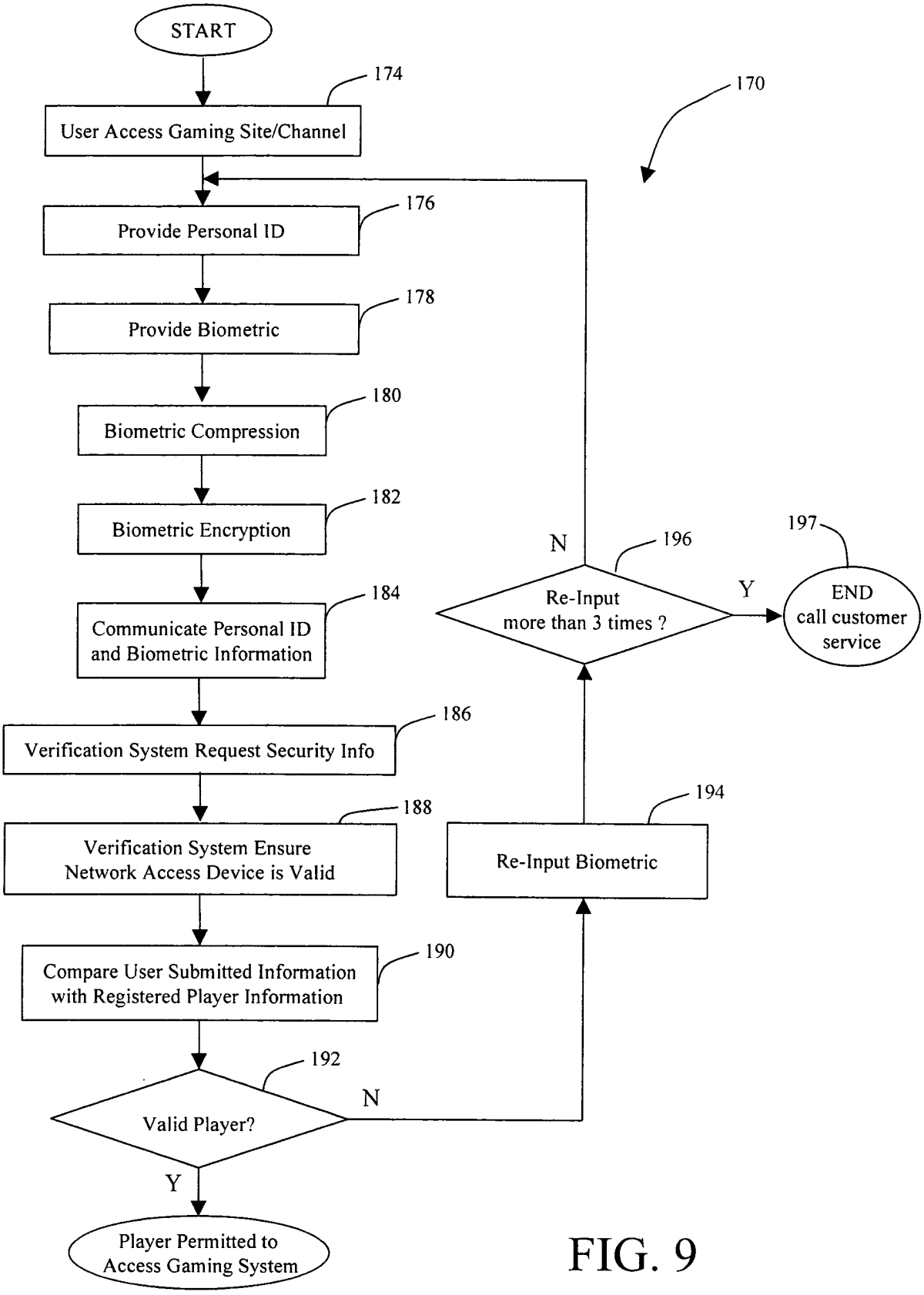

START
174
User Access Gaming Site/Channel
170
176
Provide Personal ID
178
Provide Biometric
180
Biometric Compression
182
Biometric Encryption
184
Communicate Personal ID and Biometric Information
186
Verification System Request Security Info
188
Verification System Ensure Network Access Device is Valid
190
Compare User Submitted Information with Registered Player Information
192
Valid Player?
N
Y
Player Permitted to Access Gaming System
194
Re-Input Biometric
196
N
Re-Input more than 3 times ?
Y
197
END call customer service

FIG. 9

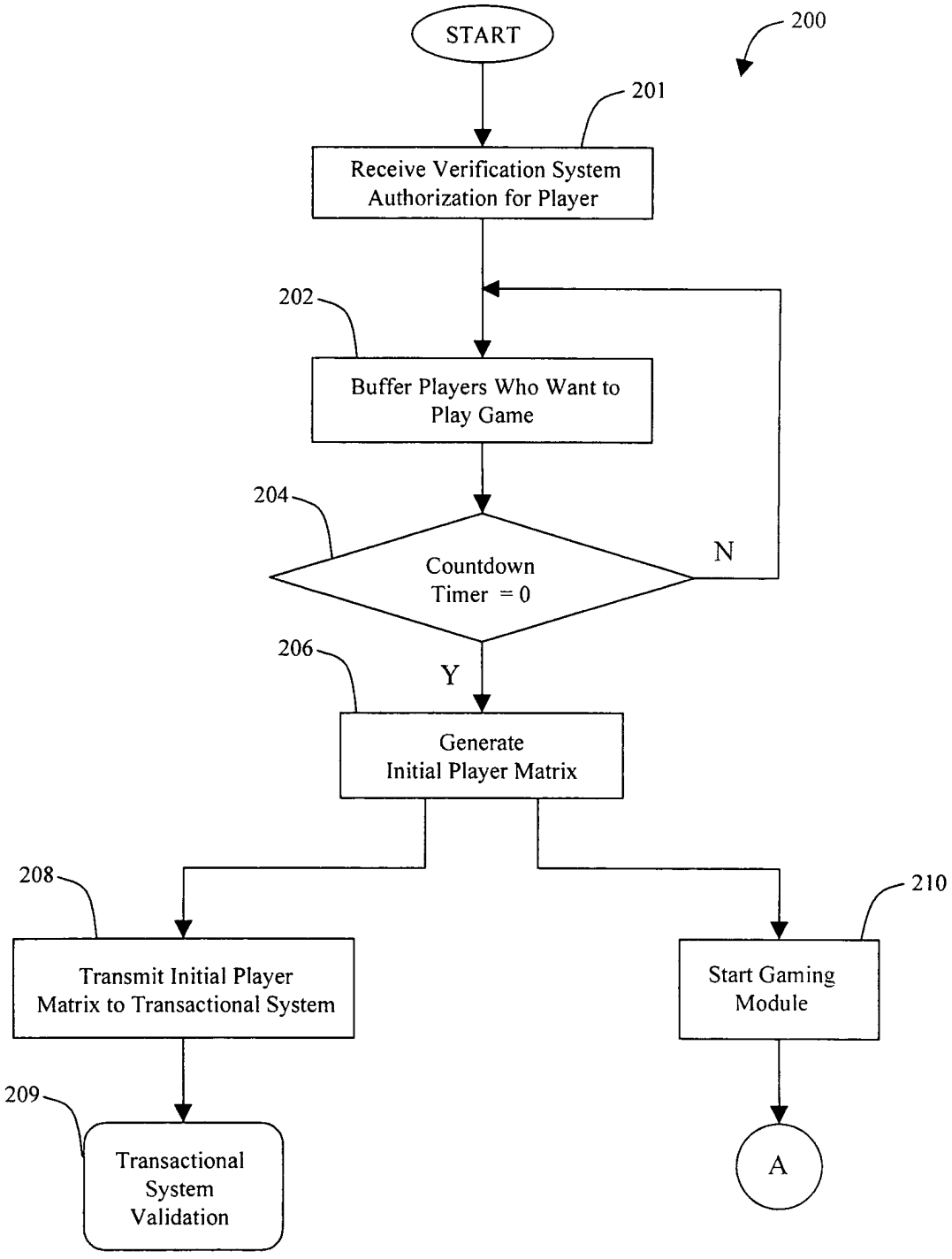

START
200
201
Receive Verification System Authorization for Player
202
Buffer Players Who Want to Play Game
204
Countdown Timer = 0
N
Y
206
Generate Initial Player Matrix
208
Transmit Initial Player Matrix to Transactional System
209
Transactional System Validation
210
Start Gaming Module
A

FIG. 10

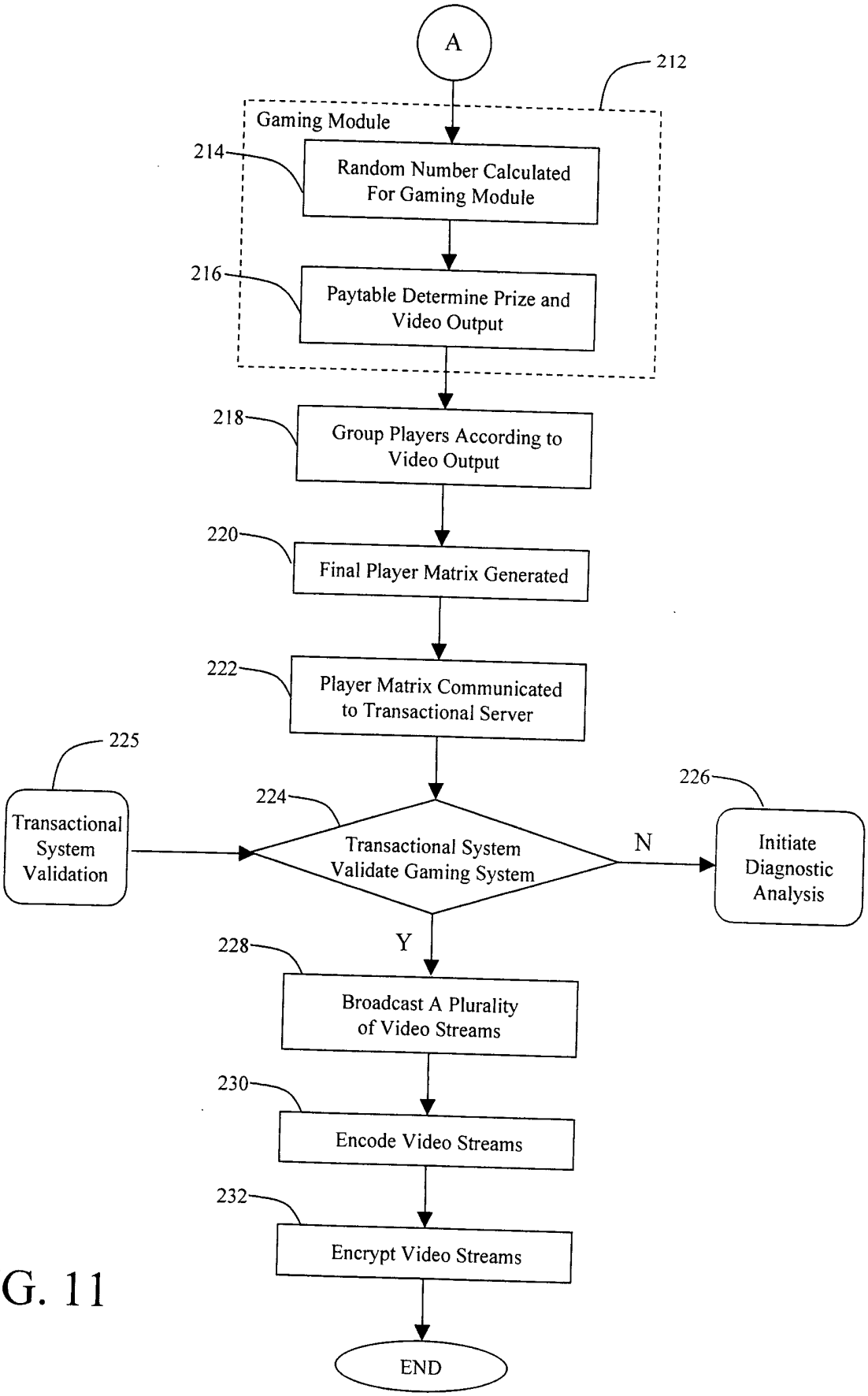

A
212
Gaming Module
214
Random Number Calculated For Gaming Module
216
Paytable Determine Prize and Video Output
218
Group Players According to Video Output
220
Final Player Matrix Generated
222
Player Matrix Communicated to Transactional Server
225
Transactional System Validation
224
Transactional System Validate Gaming System
N
226
Initiate Diagnostic Analysis
Y
228
Broadcast A Plurality of Video Streams
230
Encode Video Streams
232
Encrypt Video Streams
END

FIG. 11